

BY THE EDITORS OF CONSUMER GUIDE®

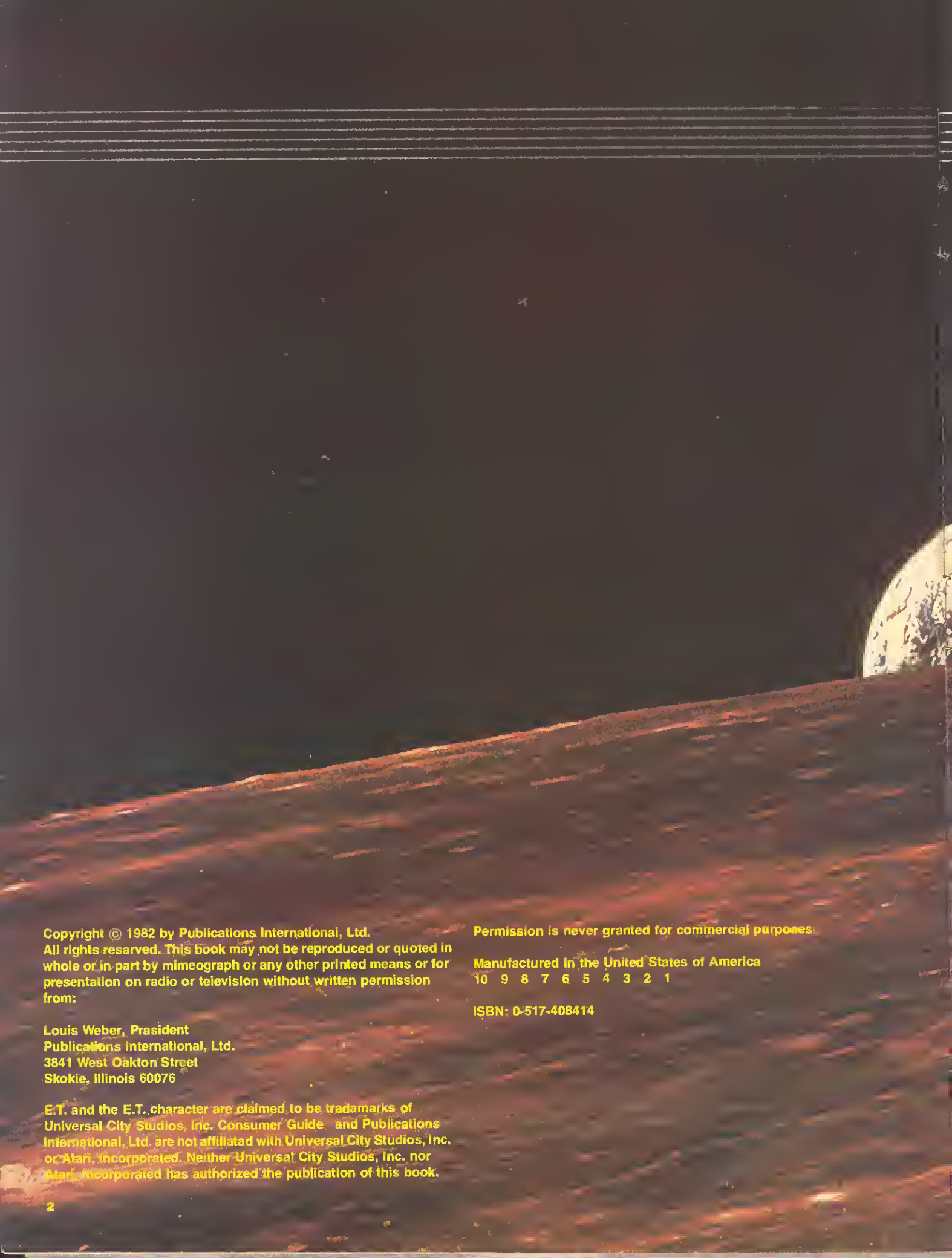
HOW TO WIN AT ET* THE VIDEO GAME



BY THE EDITORS OF CONSUMER GUIDE®

HOW TO WIN AT

ET THE VIDEO GAME



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CONTENTS

INTRODUCTION	4
ELEMENTS OF THE GAME	8
ZONES	10
THE MAP (CUBE)	12
THE FOREST SCREEN	14
THE CITY SCREEN	15
THE OLIVE PIT	16
THE FLOWER PIT	16
THE TAR PIT	17
THE SNAKE PIT	17
GAME VARIATIONS	18
SUNDAY AFTERNOON STRATEGY	20
STOPWATCH STRATEGY	24
HINTS & TRICKS	28
SCORE CHART	32

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INTRODUCTION

Atari's new E.T. cartridge is billed as the first "emotional" video game. And it is. The object of the E.T. game is an emotional objective—not so much score-oriented as it is goal-oriented. You want to get E.T. safely on his spaceship, heading back to his home planet. This is stuff of the heart, and a strange subject matter for a video game. If nothing else, it forces you to change the way you think about video gaming.



This book—HOW TO WIN AT E.T.—THE VIDEO GAME—is an instruction manual, a do-it-yourself step-by-step educational guide that will surely tell you everything you need to know about the video game E.T. The key word to our title is Win—as in Victory. Although you are not necessarily trying to get the most points or kill the most aliens, you are trying to win—to get your extra-terrestrial friend home. Once you've got him on that spaceship, my friend, you've conquered. You have won the game.

There is a high-score way to play this game, and we give you a high-scoring strategy on page 20. But you're not going to get that much of a kick out of scoring high in "E.T."

The real kick of the E.T. game is getting E.T. safely to his spaceship. And it's not that easy to do. That's done by finding and assembling the three pieces of the interplanetary phone. All of the pieces are scattered in various pits (20 pits in all). You must either 1) find the phone pieces, go into the pit, and grab them yourself; or 2) get your pal Elliott to help you. Elliott will gladly give you a piece of the phone in return for nine pieces of candy (Reese's Pieces).

There's a strong "Me And E.T. Against The World" aspect to all of this. Except for Elliott, the characters are generally cold, unfeeling adults, willing to quickly steal what you've worked long and hard for. An FBI Agent and a Scientist are hot on your trail in most of this game's versions. The FBI Agent will take whatever you're holding (phone or candy). The Scientist will merely steal some time, taking you back to his Scientific Institute for testing. Both of these enemies add to the emotional impact of the game.



The thrill of properly outsmarting the humans and getting E.T. to his ship simply can't be beat. It is indeed the first real theme game with an emotionally power-packed scenario. This book provides an introduction to the characters, a map to the territory, and a step-by-step strategy guide for whichever way you decide to play it. Without further ado, on to the game!



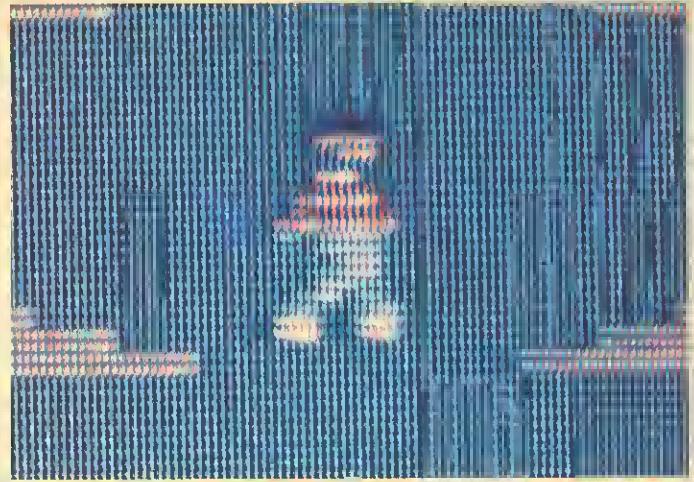
ELEMENTS OF THE GAME



E.T.

The video version of the lonely little space traveler has, if nothing else, the most recognizable profile since Pac-Man. His televised mission is also a familiar one—to find the parts of his interplanetary phone and contact the spaceship that can take him back home. His video world, however, is governed by harsh and

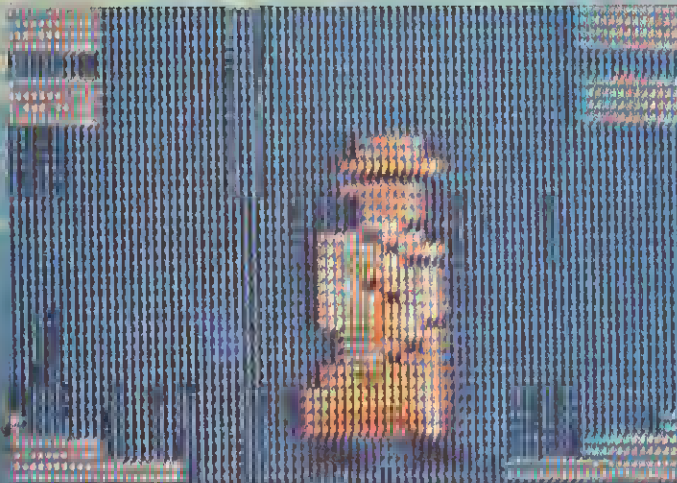
specific rules: every step he takes costs one unit of energy; running costs two units per step. To use any of his own powers, he must first locate and activate different “power zones.” And activating any one of these zones costs him 19 units of energy—every time he does it!



ELLIOTT

Although he appears only a few times, Elliott's role in this video game is strictly “good news in tennis shoes.” His only concern is for the well-being of his friend, E.T. After E.T. collects nine Reese's Pieces, Elliott enters and gladly swaps with him for a piece of his phone. And if the FBI Agent or the Scientist

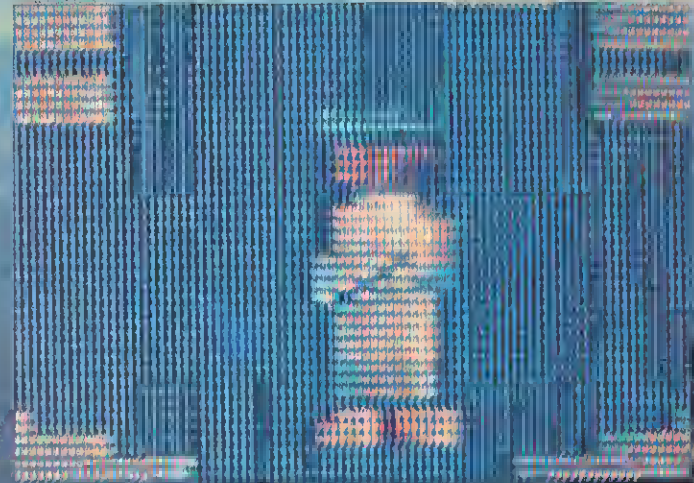
cause too much trouble, E.T. just activates his Call Elliott Zone and the bad guys stay away. But of greatest importance is Elliott's ability to revive E.T. up to four times should he run out of energy—not bad for a kid.



FBI AGENT

This video version of Efrem Zimballist, Jr. is E.T.'s most dangerous adversary. He is determined to rob E.T. of his energy and prevent him from calling home. Each time the FBI Agent touches E.T., he relieves him of a phone piece and hides it in one of the pits.

If E.T. has no phone pieces, the Agent will steal all of his life-giving candy. And as a final threat, the FBI Agent will even prohibit E.T.'s ship from landing, simply by entering the Forest Screen. Use the Human Repellant Zone on this guy as often as possible.



SCIENTIST

He isn't as malicious as his FBI buddy, but the man with the big feet and the lab coat causes his share of problems for little E.T. It seems like his one goal in life is to capture E.T. and drag him back to his Scientific Institute. Fortunately, this doesn't drain E.T. of any

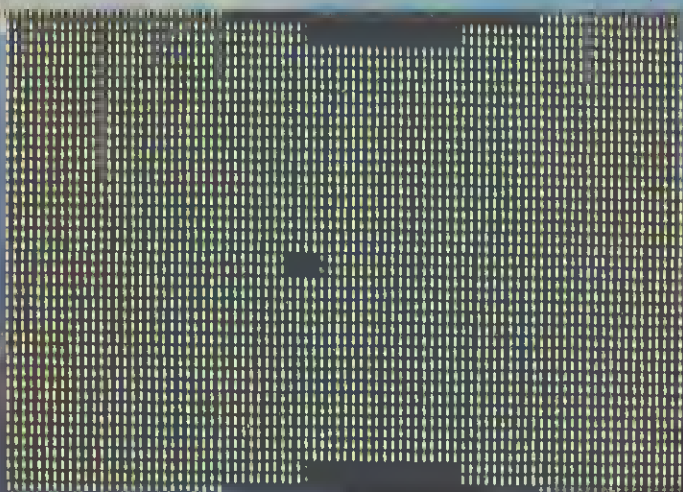
precious energy (if he doesn't struggle), and he is free to escape as soon as he arrives. But use extra caution on the Pit Screens as the Scientist can “head off” E.T. by walking over the pits.



INTERPLANETARY PHONE

In order to call the ship to take him home, E.T. must assemble all three parts of his interplanetary phone. But first he has to find them. The disassembled parts are randomly hidden in the Pit Screens. You can pinpoint their locations only by activating a Phone Location Zone (or accidentally stumbling into

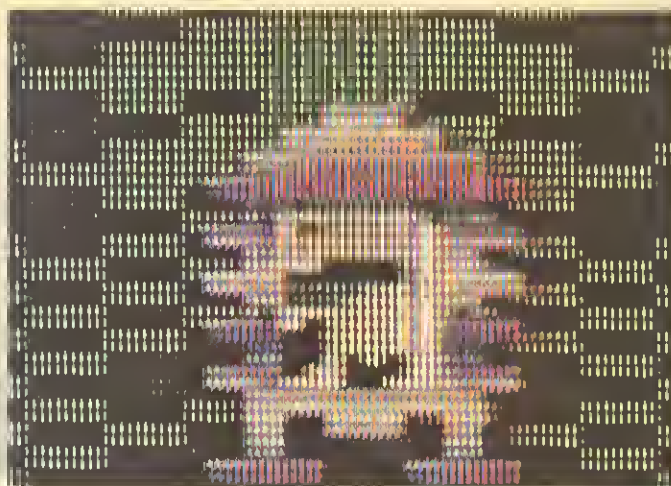
the right pit). You do not gain points or extra energy by finding phone pieces, but you can't get home without them. And watch out for the FBI Agent who can steal your phone parts and hide them back in the pits.



CANDY

The little black dot that appears in the center of every Pit Screen is actually a Reese's Piece. E.T. can hold up to nine of these candies at a time. After gathering nine, he can: 1) activate a Call Elliott Zone and trade them for a phone piece; or 2) hold them for bonus

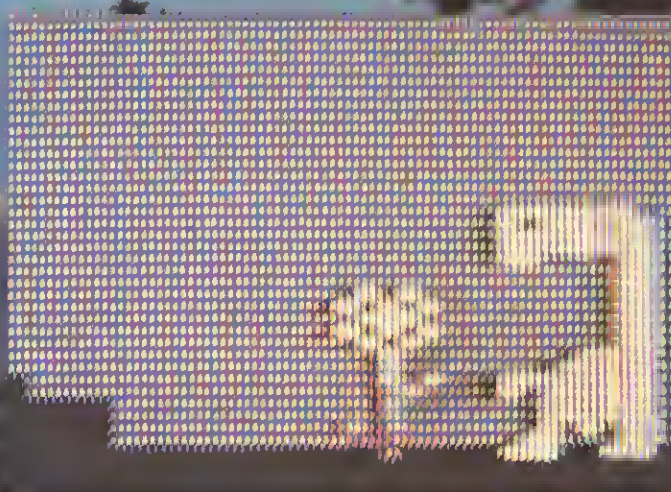
points when he boards his ship for home. And at any time he can activate a Candy Munching Zone and consume his candy for energy. Trade them to Elliott as often as possible for a higher bonus, and munch them only in an emergency situation.



SPACESHIP

You only see it twice. The first time is when the game begins and E.T. lands in the Forest. The only way you will see it again is to gather all three parts of the phone, call the ship, and get to the Landing Zone in time. If you succeed, the ship will land, and carry E.T.

off to his home planet—at least until the next round.

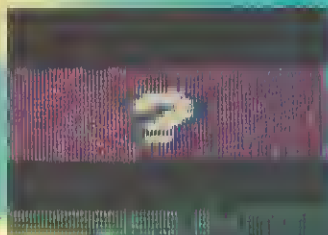


FLOWER

Once each game, a wilted flower can be found in one of the Pit Screens—at the bottom of a pit. If E.T. finds this flower he can bring it back to life. In turn, E.T. is also awarded one extra life. The trick is to fall into the right hole and then hit the action button while E.T. is next

to the wilted flower. The flower will blossom and a smiley face will appear at the top of the screen. Remember: the flower will not appear on your screen when you activate a Phone Location Zone—you'll just have to stumble onto it.

ZONES



PHONE LOCATION ZONE

Lack of communication is a real problem for the extra-terrestrial. You must use this power zone to locate the three pieces of E.T.'s interplanetary telephone so that he can call home. One Phone Location Zone is present in each of the four Pit Screens. Once E.T. has landed in a Phone Location Zone, press your action button. If there is a phone piece hidden in that screen, a small flashing light will appear in one of the pits. You can then maneuver E.T. into that pit to collect the phone piece.

Although there may be more than one phone piece hidden in the same screen (or even in the same pit), you may only locate one at a time. Therefore, after collecting a phone piece and levitating out of the pit, activate the same zone again. You might get lucky.

As you collect the pieces of the phone, a three-part symbol is constructed to the left of the Power Zone Indicator. This is actually a miniature image of the three pieces that form E.T.'s phone. This symbol will help you keep track of how many phone pieces you have. Remember: the FBI Agent can steal parts of your phone—and you must have all three parts to call the ship.



HUMAN REPELLANT ZONE

Although it looks like the Roman Numeral III, this symbol actually represents the screen that holds the Science Institute, FBI building, and Elliott's house. There is one Human Repellant Zone on each screen. Hitting your action button while E.T. is in this zone will immediately send any human on your screen back to his building in the City Screen.

Since only one human can be on a screen at a time, this zone can help E.T. out of three different predicaments: 1) use it against the Scientist to keep him from carrying E.T. back to the Science Institute; 2) to keep the FBI Agent from stealing a piece of your phone or your Reese's Pieces; 3) or use it to send Elliott home if you have accidentally called him before collecting all nine Reese's Pieces.

One final tip: If you send a human away and he walks to the edge of the screen and appears to be "stuck," consider it a warning. It means that another human is already on the screen in that direction—and that human is ready to grab you. The "stuck" human, however, is no longer a danger to you.



CANDY MUNCHING ZONE

This power zone's symbol is shaped like a mouth for a good reason. It gives E.T. the power to consume the Reese's Pieces he has collected and transforms them into energy units. There is one Candy Munching Zone on each screen. Each time you press the action button while in this zone, E.T. will gain 341 units of energy and lose one number from his "Candy Counter" (located to the left of the Energy Counter). If E.T. does not munch the candy, he will have the option of carrying up to nine Reese's Pieces to the ship with him (490 points each), or calling Elliott to swap them for a phone piece (770 points each—see Call Elliott Zone).

Try to munch your candy in emergency situations only, like when you are running dangerously low on energy.

POWER ZONES

One of the first things you will notice as you begin to play E.T. is the Power Zone Indicator, located in the center of the blue band at the top of the screen. Recognizing the seven various symbols that appear in this location is the key to using E.T.'s "powers" effectively.

Think of each screen as being divided into 16 equal squares—four across, and four down. Power zones are randomly scattered about these squares. To execute a particular power, E.T. must be standing in the corresponding power zone. The Power Zone Indicator tells you which zone you are in. Once you are in the desired zone, you need only press the action button on your joystick to activate that "power."

The seven different kinds of power zones are as follows: Phone Location Zone, Human Repellant Zone, Candy Munching Zone, Call Elliott Zone, Transport Zone, Call Ship Zone, and Landing Zone. E.T. loses 19 units of energy each time one of these power zones is activated. But the ability to remember their locations (which change after every round) and use them wisely will put you in control of this extra-terrestrial video game.



CALL ELLIOTT ZONE

The symbol for this power zone could be described as a shouting "e," or a little shouting face. "Shouting" is the key word. The Call Elliott Zone is E.T.'s way of summoning Elliott to the scene (or screen). Every screen has one Call Elliott Zone.

This power zone is most useful when using the Sunday Afternoon Strategy (see page 20). After collecting nine Reese's Pieces from the Pit Screens, you can move to a Call Elliott Zone and hit your button. Elliott will soon enter the screen, take your candy, leave the screen, and return with a phone piece (whatta' nice kid!). You can also call him if you want to get rid of your candy before boarding the spaceship—you get more points that way. And a last minute summoning of Elliott will keep the FBI Agent and the Scientist away while E.T.'s ship descends. This trick, however, works only on the left-hand difficulty setting of "B."



TRANSPORT ZONE

There are actually four different Transport Zones, pointing in four different directions. Each screen has a total of eight of these zones—two in each direction. Activating a Transport Zone will immediately transport E.T. to the next screen in the direction the indicator arrow is pointing. Remember: the six screens form a cube (see page 12). The Forest Screen is at the top, and the City is at the bottom.

The major advantage to this method of travel is energy conservation. It takes 240 units of energy for E.T. to run across a screen, and 120 units for him to walk the same distance. But it costs only 19 units of energy to activate the Transport Zone. Just be certain to know which direction you want to go.



CALL SHIP ZONE

This little Space Invader symbol represents E.T.'s ticket home. You've got to find this symbol, however, and that's like trying to find a taxi on a rainy day. There is only one of them per round and it could be in any of the six screens. Your best bet is to find it early and remember where it is. But you can't actually use the Call Ship Zone until you have collected all three parts of the telephone.

Once you have activated this power zone, a small "countdown clock" will appear to the right of the Power Zone Indicator. It will count down twice—30 seconds the first time, and five seconds the second time. This is how much time you have to locate and activate E.T.'s Landing Zone.



LANDING ZONE

This is it—the single power zone that can get E.T. back home. It is always located in the Forest Screen. You absolutely *must* find it after activating the Call Ship Zone and before the second clock counts down to zero. If you fail to find it in time, E.T. will have to reactivate the Call Ship Zone before resuming his search. Naturally, it's best to locate this zone early.

Once E.T. has safely activated the Landing Zone, the only thing that can keep his ship from landing is a human. Therefore, it is best to also locate a Human Repellant Zone on the Forest Screen to keep them at bay. And if you're using left-hand difficulty "B," you can simply summon Elliott—the other humans will stay away, and the ship will land safely.

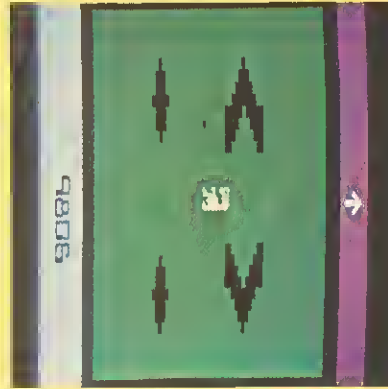
THE MAP (CUBE)

OLIVE PIT



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FLOWER PIT



FOREST

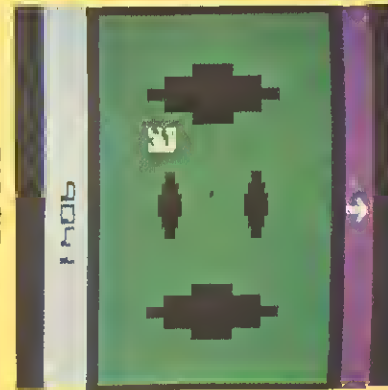


SNAKE PIT



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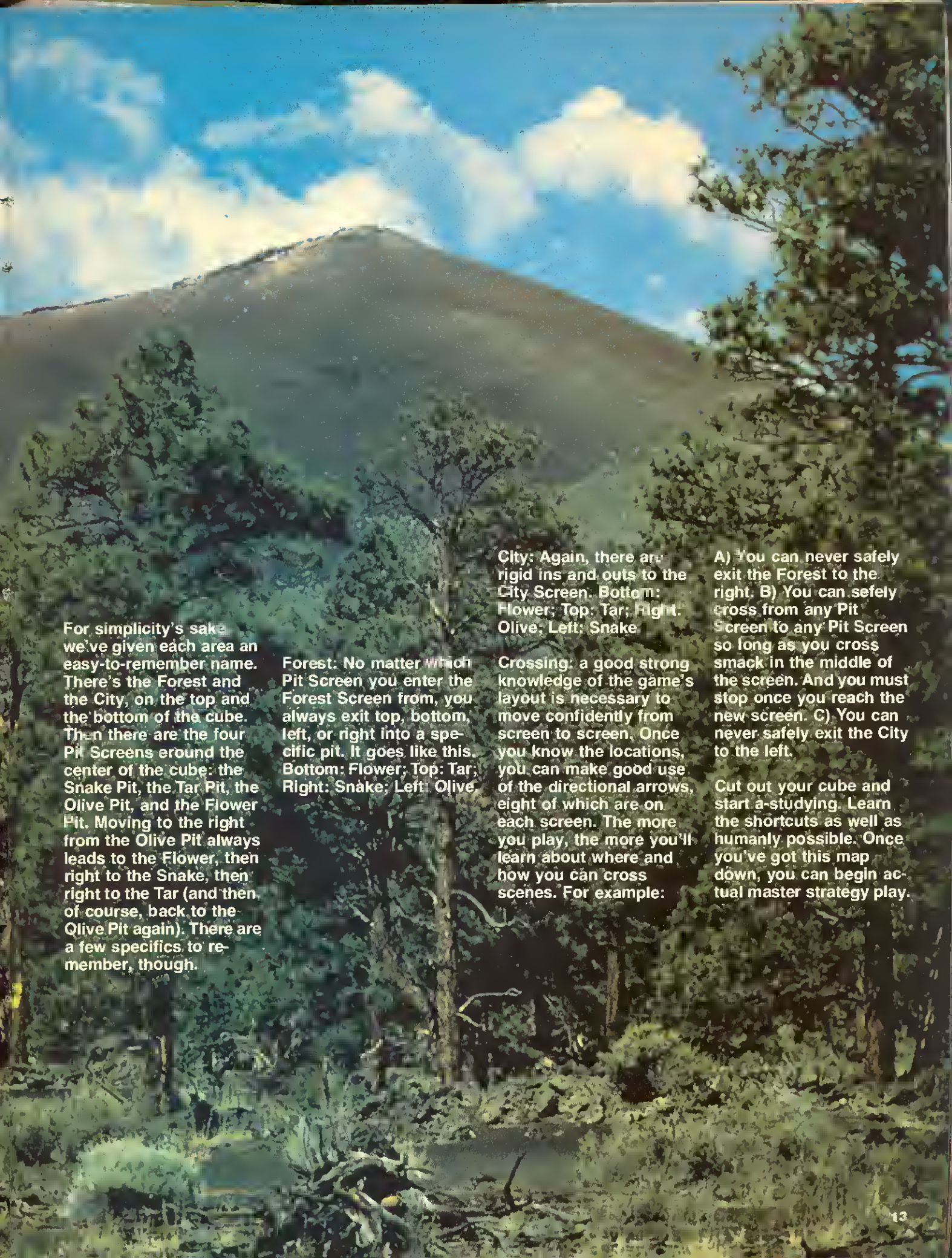
TAR PIT



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fold and tape here

It is best to think of the E.T. layout as a cube. That's why we've done up this elaborate diagram. You'd be wise to cut out this cube and shape it properly. Once you've done your cutting, start studying. Memorize the layout, so that—at an instant's warning—you can relocate in the proper area.



For simplicity's sake we've given each area an easy-to-remember name. There's the Forest and the City, on the top and the bottom of the cube. Then there are the four Pit Screens around the center of the cube: the Snake Pit, the Tar Pit, the Olive Pit, and the Flower Pit. Moving to the right from the Olive Pit always leads to the Flower, then right to the Snake, then right to the Tar (and then, of course, back to the Olive Pit again). There are a few specifics to remember, though.

Forest: No matter which Pit Screen you enter the Forest Screen from, you always exit top, bottom, left, or right into a specific pit. It goes like this: Bottom: Flower; Top: Tar; Right: Snake; Left: Olive.

City: Again, there are rigid ins and outs to the City Screen. Bottom: Flower; Top: Tar; Right: Olive; Left: Snake.

Crossing: a good strong knowledge of the game's layout is necessary to move confidently from screen to screen. Once you know the locations, you can make good use of the directional arrows, eight of which are on each screen. The more you play, the more you'll learn about where and how you can cross scenes. For example:

A) You can never safely exit the Forest to the right. B) You can safely cross from any Pit Screen to any Pit Screen so long as you cross smack in the middle of the screen. And you must stop once you reach the new screen. C) You can never safely exit the City to the left.

Cut out your cube and start a-studying. Learn the shortcuts as well as humanly possible. Once you've got this map down, you can begin actual master strategy play.

THE FOREST SCREEN



The Forest Screen is where each E.T. game begins, and where each successful round ends. The Forest is a dark, isolated place and is filled with a varied assortment of video plantlife. Thus, it is an ideal spot for a group of friendly—yet shy—extra-terrestrials to explore. At the beginning of the game, a spaceship will land in the Forest. E.T. will exit the ship. Before he knows it (did someone scare his friends away?) the spaceship will abruptly take off and E.T. will be left stranded on Earth.

The Forest Screen contains no pits, phone parts, or candy. Like the other game screens, it is divided into 16 power zones for E.T. to use. Since the screen contains no phone parts, the Forest contains no Phone Location Zone. It is, however, the only screen that contains a Landing Zone. When you maneuver E.T. off of the Forest Screen from any direction (left, right, top, or bottom), he will automatically enter one of the four Pit Screens.

Once you've helped E.T. find all three pieces of the telephone and have called the spaceship, you must return to the Forest Screen. To enter the Forest all you need do is maneuver E.T. off the top of any Pit Screen. If E.T. is in the City Screen, you can guide him back to the Forest Screen by moving him up across two screens.

Once E.T. is back in the Forest, he must find the Landing Zone and wait for the countdown clock to run out. When it does, the spaceship will land and E.T. will immediately be taken home to unknown points in the galaxy. However, beware

of humans—you must not allow them to enter and remain in the Forest while E.T. is waiting for the spaceship. If either Elliott, the FBI Agent, or the Scientist are in the Forest when the spaceship lands, they will scare off the extra-terrestrials. The spaceship will beat a hasty retreat and poor E.T. will remain stranded on Earth. However, when the game is played in difficulty setting "B," Elliott can be present when the spaceship lands, and the extra-terrestrials will not be scared away.

THE CITY SCREEN



The City Screen contains three structures: the FBI building (upper left), the Science Institute (upper right), and Elliott's house (lower middle). They are occupied at various times by the game's human beings: the sneaky FBI Agent, the crafty Scientist, and E.T.'s friend Elliott. E.T. can trust Elliott, but watch out—the other two humans are out to get him!

Throughout the game the FBI Agent and the Scientist will leave their respective buildings in search of E.T. If the FBI Agent catches E.T., he will take away one of the extra-terrestrial's phone parts or pieces of candy. If the Scientist catches E.T., he will take our hero back to the Science Institute in the City Screen. Here, the Scientist will detain him momentarily for study. Elliott, on the other hand, will not leave his house until E.T. either summons him from an appropriate power zone, or the extra-terrestrial runs out of energy.

The City Screen contains no pits, phone parts, or candy. Like the other game screens, it is divided into 16 power zones for E.T. to use. However, since there are no phone pieces in the City Screen, it does not contain a Phone Location Zone.

When you maneuver E.T. off of the City Screen from any direction (left, right, top, or bottom), he will automatically enter one of the four Pit Screens. To enter the City Screen all you need do is maneuver E.T. off the bottom of any Pit Screen. If E.T. is in the Forest, you can guide him to the City Screen by moving him down across two screens.

THE PIT SCREENS

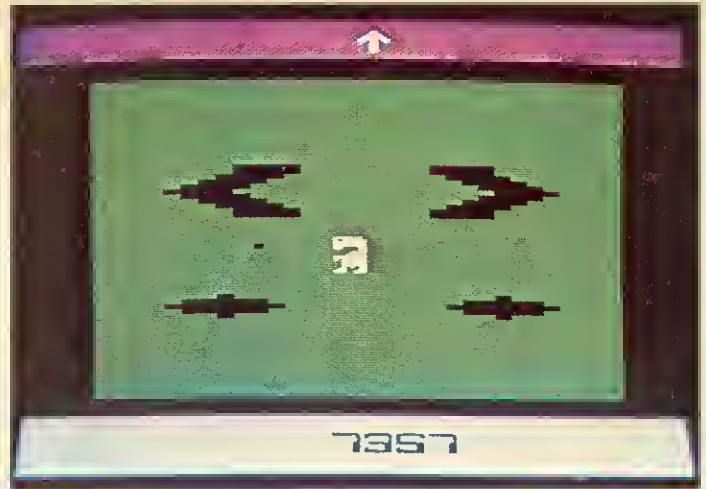


THE OLIVE PIT SCREEN

The Olive Pit Screen contains four oval-shaped pits of equal size, located near the four corners of the screen. The pits are relatively small and there is a generous amount of space between them. This screen may contain one or more pieces of candy; often, one of the pits will contain a part of the telephone.

This is the easiest Pit Screen to maneuver E.T. through. Because of the size and placement of the pits, E.T. can safely look for power zones and run away from the FBI Agent or Scientist. The danger of accidentally falling into a pit is slim.

In addition, this is the safest Pit Screen for E.T. to enter, particularly when he's in a hurry. The placement and size of the pits allows for a clear path both horizontally and vertically across the center of the screen. You can make E.T. enter and even run across the length of the Olive Pit Screen without falling into a pit if you follow this cross-shaped path.



THE FLOWER PIT SCREEN

The Flower Pit Screen contains four pits: two V-shaped pits near the top of the screen and two smaller, oval-shaped pits near the bottom of the screen. This screen may contain one or more candy pieces; often, one of the pits will contain a part of the telephone.

We've named this the Flower Pit Screen because the bouquet of flowers can usually be found in one of its four pits. E.T. can gain an extra life by reviving the wilted bouquet. If you are down to only one E.T. life, you should explore the pits in this screen for the flower bouquet and revive it.

What's more, the Flower Pit Screen is relatively safe to enter. As in the Olive Pit Screen, there are clear horizontal and vertical paths across the center of the screen. Note, however, that the horizontal path is slightly narrowed. Thus, you should use a slight degree of caution when entering the Flower Pit Screen from the left or right (from another Pit Screen). On the other hand, the vertical path is wider, so you can easily make E.T. enter the screen from the top (Forest) or bottom (City) without falling into a pit.

Although the uppermost pits are larger and are unevenly shaped, the Flower Pit Screen is only slightly harder to move E.T. through than the Olive Pit Screen. There is still plenty of room available to search for power zones and avoid the FBI Agent or Scientist. Again, there is little danger of accidentally falling into a pit.



THE TAR PIT SCREEN

The Tar Pit Screen contains two small oval-shaped and two large oblong-shaped pits. The smaller pits are located one atop another, near the center of the screen; the larger ones are located vertically near the left and right sides of the screen. This screen may contain one or more pieces of candy; often, one of the pits will contain a part of the telephone.

Because of the size and placement of the pits, the Tar Pit Screen is more difficult to maneuver E.T. through than the Olive Pit or Flower Pit Screens. There is less room for E.T. to safely look for power zones and run from enemies without falling into a pit. Thus, you should move E.T. through the Tar Pit Screen with a higher degree of caution than in the previous two Pit Screens.

Likewise, it is more difficult for E.T. to enter the Tar Pit Screen from another screen. Because the pits are wide and located near the edges of the screen, you should make E.T. enter the Tar Pit Screen slowly and carefully. If you're not careful, E.T. can accidentally fall into a pit upon entering, especially from the left and right sides of the screen (from other Pit Screens). If E.T. enters this screen on the run, he's certain to fall into a pit.



THE SNAKE PIT SCREEN

The Snake Pit Screen contains eight small, oval-shaped pits scattered across the screen. This screen may contain one or more pieces of candy. Usually, it contains one or more phone parts as well.

This is the most difficult Pit Screen of all to maneuver E.T. through. Because of the large number and tight placement of the pits, there is little room on the screen for E.T. to safely look for power zones and dodge his pesky human adversaries. Proceed with extreme caution when moving E.T. through the Snake Pit Screen or he'll wind up falling into a pit.

Also, there are no clear paths for entering the Snake Pit Screen from other game screens. The safest spot is smack in the middle, from Pit Screen to Pit Screen. Unless you've memorized the exact positioning of the pits, be prepared to levitate E.T. out of a pit immediately after entering this screen.

Because of the hazards involved in maneuvering E.T. through the Snake Pit Screen, you should only enter it for one of two specific reasons. Namely: 1) when there are no pieces of candy; or phone parts in the other Pit Screens; and 2) to check for the Call Ship Zone. Otherwise you should keep E.T. safely out of the Snake Pit Screen.



GAME VARIATIONS

The E.T. cartridge contains three game variations; each of these games is played according to two difficulty options.

Right-Hand Difficulty
Difficulty option one determines the speed of the humans in the game—Elliott, the FBI Agent, and the Scientist. With the Atari 2600 right-hand difficulty switch set in the "A" position, the humans will move quickly through each screen. They will travel at slightly less speed than E.T. when he is running. This variation should be played only by older or more advanced E.T. players. With the right-hand difficulty switch in the "B" position, the humans move more slowly through each screen. They will move at about the same rate as E.T. when he is traveling at normal speed. This variation is fine for younger and beginning players.

Left-Hand Difficulty
Difficulty option two determines the spaceship's landing conditions. With the left-hand difficulty switch in the "A" position, the spaceship will not pick up E.T. if a human is present in the Forest Screen when the ship arrives. Under these circumstances, the spaceship will not land. With the left-hand difficulty switch in the "B" position, the spaceship will still be able to land and rescue E.T., if Elliott (not the FBI Agent or Scientist) is present at the landing site. Left-hand difficulty setting "B" enables you to: 1) give Elliott E.T.'s pieces of candy for extra points just before the ship lands; and 2) use Elliott to keep the other two humans away from the spaceship landing area (since no two humans can occupy the same screen). Thus, we feel that left-hand difficulty setting "A" should be played by older and more advanced E.T. rescuers; setting "B" is recommended for younger and beginning gamers.

Note that the strategies which follow are specifically designed for E.T. Game 1, with both difficulty switches in the "A" position. However, they will also help you play and win at any of the other E.T. game and difficulty selections.



Game 1 characters: Elliott, FBI Agent, Scientist



GAME 1: FULL PURSUIT

In E.T. Game 1, all humans are present throughout the contest—Elliott, the FBI Agent, and the Scientist.

When called, Elliott will take E.T.'s pieces of candy for points and occupy the screen to keep the other humans away. He will also revive E.T. when he runs out of energy. The FBI Agent will roam the playing field throughout the game; if the FBI Agent catches

E.T., the extra-terrestrial will lose either a phone part or candy. The Scientist will also roam the playing field during the contest; if the Scientist catches E.T., our hero will be whisked back to the Science Institute for temporary confinement.

Game 1 is the most difficult E.T. variation in the cartridge—those pesky humans are after him constantly! Thus, you must be adept at using the symbols and power zones to help E.T. avoid his human enemies and get home. The strategies that follow will help you to do just that.



Game 2 characters: Elliott, FBI Agent



Game 3 character: Elliott



GAME 2: HALF PURSUIT

In E.T. Game 2, Elliott and the FBI Agent are the only two humans present—the Scientist does not appear in Game 2.

Again, Elliott can be called to take E.T.'s candy, protect him from the FBI Agent, and revive him when he runs out of energy. The FBI Agent is also present to track E.T. down and steal his phone parts and candy pieces.

Game 2 is a bit easier than Game 1, because you're dealing with only one human adversary, rather than two. However, the difference in difficulty between the two variations is not as great as might be imagined. This

is because the FBI Agent who appears in the game is the more dangerous of E.T.'s two foes. Remember, the FBI Agent inflicts real damage by taking phone parts and pieces of candy away from E.T. The worst that the Scientist can do during the normal course of play is carry E.T. back to the City Screen for a few seconds.

However, since there is only one human present, Game 2 is excellent for practicing strategies that will enable you to efficiently avoid E.T.'s enemies. It is particularly effective in mastering the art of keeping the humans away from the Forest Screen when the spaceship is about to land or E.T.

GAME 3: NO PURSUIT

In E.T. Game 3, Elliott is the only human present in the game—the FBI Agent and the Scientist do not appear in Game 3.

Game 3 is perfect for younger and beginning players. Since the sneaky humans are absent from the contest, you are free to move about the playing field without being chased. This is a good opportunity to initially get the "feel" of the game. Explore each screen, learn where the power zones are and how to properly use E.T.'s powers. Send E.T. home a few times with ease before moving up to greater extra-terrestrial game challenges.

In addition, Game 3 is perfect for making up your own E.T. games. You and E.T. have the run of the board for as long as his energy holds out. If you strategically pick up and eat candy pieces, this could be for a long time. Play around with E.T.'s powers. Invent a scenario for E.T. and Elliott and have them act it out on your TV screen. You have your own E.T. world in front of you; the extent to which you use it is limited only by the powers of your imagination.

SUNDAY AFTERNOON STRATEGY

The best high-point strategy is the Sunday Afternoon Strategy. As the name implies, this is one relaxed way to play E.T. The idea here is to casually stroll around, collecting as many points as extra-terrestrially possible. A quick review of scoring—as opposed to energizing—is in order.

You receive 490 final points for every piece of candy you carry on the ship with you. You get 770 points for every candy piece given to Elliott. You get one point per remaining energy unit. Finally, you get 1000 points for every candy piece after the 31st (more on that later).

The high score objective is to 1) get as many candy pieces as possible (at least up to 31); 2) have as much time left on energy reserve as possible; and 3) let Elliott take most of the candy from you. Nothing could be set for a more relaxed, kind of leisurely game play.

The objective is, of course, to get E.T. to the spaceship. And to do that, you must assemble the three pieces of the phone. Elliott will give you a phone piece for every nine pieces of candy collected. We recommend that you let Elliott do all of the work.

Don't go into the pits yourself. You lose points for every slip into the pit and you end up with a better score if Elliott does it.

Don't use short cuts unless absolutely necessary. Keep to a leisurely stroll. Don't run fast unless you absolutely have to (escaping, perhaps, from the FBI Agent).

A few things to remember: This is a game of power zones. There are 16 possible zones on every screen. You make things happen by finding the right zone. The zones to look out for in the Sunday Afternoon Strategy are 1) the Call Elliott Zone. This zone looks like a lower case "e" at the top of your

television set. There is a Call Elliott Zone on all 16 screens. You should call Elliott after you have nine pieces of candy. Elliott will take the candy from you, return home, and give you a piece of the phone. 2) The Human Repellent Zone is also important. It is represented by a symbol kind of like a Roman Numeral III, and sends any human being back to his proper lodging. This is especially important when you have some hard-earned phone pieces. 3) The Candy Munching Zone is important near the end of this strategy. That means that you can eat pieces of candy for 341 energy units each. It is shaped like a circle with a dot in it.

On with the strategy! Remember, it's a Sunday pace; if you're used to the fast lane, check out our Stopwatch Strategy, immediately following this. Listed below are ten progressive helpful E.T. tips. Follow them closely for an all-time high.

1 As soon as you appear on the screen (in the Forest) go down to the Pit Screen immediately below you (the Flower Pit Screen). Head to the center of that Pit Screen and scoop up a piece of candy. Don't eat it. You need this and eight more pieces of candy to buy your first piece of the phone. Walk to your left, entering the next Pit Screen smack in the middle.



2 Keep walking from Pit Screen to Pit Screen, scooping up Reese's Pieces. The two easiest screens to maneuver in are the Olive and Flower Pit Screens (for a detailed discussion of pits, see pages 16 and 17). It's usually best to do most of your walking through these screens. It's easier to escape your enemies (FBI Agent, Scientist) and it's less likely that you'll fall into any pits.

3 Once you have collected nine pieces of candy (total number is displayed at bottom left of television screen), call Elliott. You'll need to maneuver E.T. to the Call Elliott Zone on any screen (it looks like a lower case "e"). If practical, call him from the screen you're on when you grab your ninth candy. If any human being is on the screen, however, you'll have to move. Elliott can't enter a screen that another human is on.

4 Once you've successfully called Elliott, he'll come toward you, grab the nine pieces of candy, go home, and come back with a piece of the phone. You do not have to stand in one place to receive that piece of the phone. In fact, we recommend that you start walking, collecting more candy, the minute Elliott takes the nine candies from you. Elliott will find you wherever you go. And he'll give you that piece of phone.

5 Repeat Step 4 twice, scooping nine pieces of candy, calling Elliott, and receiving a piece of phone. As you walk around, look carefully for the Call Ship Zone. It looks something like a Spider or a Space Invader. There is only one Call Ship Zone in the entire game—in one of 96 potential zone spots. It is super important that you figure out where it is before you get the third piece of phone. Once you see it, memorize its location (it's at a different location every game).

6 Once you've collected all three pieces of phone, you want to gather up as many extra points as possible. Here's how to do it. Grab four more candies. Call Elliott and have him take them away from you. You will now have handed Elliott the maximum of 31 pieces of candy. The penalty situation begins once you bring any more pieces of candy to the ship—either through you or through Elliott. Although all candy from number 32 on yields 1000 bonus points (as opposed to 770), you lose 770 energy units the next round. If you're going to play lots of rounds, you'll need those energy units. If you're just playing one round, get as many candies to the ship as possible.



Point 1: Find and scoop up candy.



Point 2: Always walk at slow pace from screen to screen.



Point 3: Call Elliott once you've collected nine pieces of candy.



Point 4: Don't stand in one place waiting for Elliott to return with phone piece. Walk around. He'll find you.



Point 5: Memorize location of Call Ship Zone.



Point 7: Eat up as much candy as possible for extra energy units.

7 One more source of bonus points is left-over energy. We suggest that you scoop up as much candy as you can (yes, even if it's over 32), go find a Candy Munching Zone and proceed to do just that: munch candy. That candy will not be added to the candy on the ship. And you get 341 units per piece of candy added to your energy.

8 Once the candy has run out (by all means, don't go running around looking for it), get to the Call Ship Zone as soon as possible. You don't want to waste time. Wasted time is wasted bonus points.

9 Press the button at the Call Ship Zone. A clock will begin counting down at the top right of the television screen. You have two revolutions—one fast, one slow—to get to the Landing Zone. The Landing Zone is always in the Forest. We suggest that you find the Landing Zone in the Forest and then go down to one of the Pit Screens. Fend off humans on the Pit Screens until the last possible moment. Then hightail it up to the Landing Zone and wait for the ship to take you away.

10 The ship will arrive and carry you off as long as there are no human beings on the screen. Once you've been carried, you'll receive your bonus totals. Afterwards, you must push the button to begin another round. The game will last until you're finally out of energy (and that's after three—and possibly four—"flower power" revitalizations by Elliott). As you improve, the game will undoubtedly go on for quite a while. We suggest that you always end it with a bang, by bringing as many candies to the ship as possible. And, if you get too good at all this, you can always play the ever-enticing Stopwatch Strategy, on the next page.



Point 8: Return to the Call Ship Zone, hit the button, and watch the clock appear.



Point 9: Find the Landing Zone in the Forest.



Point 10: Prepare for liftoff. Points will be totaled once E.T. is rescued.

STOPWATCH STRATEGY



Some people prefer to think of E.T. in terms of speed. Their argument goes something like this: The basic object of the game is to return E.T. to his homeland, via his spaceship. Once you've completed that, the game should be over. These people tend to forget about the points and concentrate instead on completing the mission. As soon as possible. They play something called the "Stopwatch Strategy." The object of this game is literally to summon the spaceship in as little time as possible. Then the game is over.

You should remember two things always when playing the Stopwatch Strategy: 1) forget about the candles. You yourself should go into the pits and grab the phone pieces; and 2) make good use of the Transport Zones—the directional arrows that hyperwarp you from one screen to another. You'll have to memorize the layout to make good use of hyperwarp shortcuts. Remember: when in a Pit Screen, the Forest is always up, the City is always down, and Pit Screens are always to your right and left.

Quickly now, the basic strategy. You, as E.T., must locate and secure the three pieces of the interplanetary phone. All phone pieces are hidden in pits. To find the phone pieces, you're going to have to make good use of

the different power zones on the board (for example, the zone that helps you find a phone piece or the zone that hyperwarps you to another screen). There are 16 possible zones on each screen, each zone indicated by a different symbol on top of the screen. You find different zones by moving around the board. Once you have collected and assembled all three pieces of the phone (indicated by an E.T. telephone on the top left of the TV screen), you can call E.T.'s spaceship. You must call the ship from a special zone, however—the Call Ship Zone. This zone can be anywhere on any of the six different screens. Once you find it, you stand there, press the button, and watch the clock tick off. The clock will count down twice, in which time you must find the Landing Zone. The Landing Zone is always in the Forest, and quite easy to find. Get there before the clock counts down. And don't let any humans on the screen with you, or the ship won't come.

HINT: When playing this game, always stay within the Pit Screens. Never waste time in the Forest or the City. That means never go up or down, unless you can't find the Call Ship Zone or you're ready to leave Earth. It is also better to do most of your maneuvering in the Olive or Flower Pit, not in the Tar or Snake Pit. That's because you're forced to move diagonally in the Tar and Snake Pits—and that's when the bad guys can catch you. (For discussion of pits, see pages 16-17.)

Listed below are ten quick points toward good Stopwatch Strategy. Follow these points in order. Remember—phone pieces, flowers, and zones are always in different places for different screens. It is therefore impossible to duplicate one game to another. Part of the fun of E.T. is figuring out the mystery—where is each piece hidden? That should always be your mental approach to the game.

1 As soon as you appear onscreen (always in the Forest) go down to the first Pit Screen. Find Phone Location Zone (question mark) immediately. Press button and look for phone glow (yellow glow in one of the pits). If you see a phone piece, slowly drop down into pit.

2 Sink to bottom of the pit. Grab the phone piece and then elevate. Elevate by first pushing the button on your controller. Once E.T.'s head elongates, push the joystick left or right, whichever way is closer to land. Don't push the button again until you're safely on land. If you successfully grabbed a piece of phone, the symbol of that phone piece should appear at the top left of your screen.

3 As soon as you're on land, find the question mark again and hit the button again. You see, only one phone piece will glow at a time. Even if there is more than one phone piece on a screen, you'll only see one glow. Repeat, therefore, the Phone Location Zone as soon as you're out of the pit. If you see a new glow, go to that pit and get the phone piece, as described in Step 2.

4 Move to left-pointing directional arrow (◀) and hit the button. This will transport you directly to the Pit Screen to the left of you. Remember: If you run across a Call Ship Zone anywhere in your travels (looks kind of like a Space Invader or a Spider) mentally note exactly where it is. You will need to get back to that exact spot when your phone is assembled.

5 Look for phone pieces in these new pits. Find the question mark, hit the button, and look for glow. If attacked by Scientist or FBI Agent, you can do one or two things. Either find the III symbol, which will send the Scientist or FBI Agent back home, or find the directional arrow (◀) and work in a new setting. This is easier said than done. However, when you're going after speed, you can feel free to move your own E.T. character at a fast rate. To do that, you push down on the button at the same time that you move the joystick.



Point 1: Phone piece will glow when you stand on Phone Location Zone and press the button.



Point 2: When at bottom of the pit, grab the phone piece and then levitate directly up, using as few movements as possible.



Point 4: Always move from screen to screen using the Transport Zones.



Point 5: Keep looking for phone pieces in each Pit Screen until all three are assembled.



Point 6: Memorize the location of the Call Ship Zone whenever you run across it.



Point 8: When all phone pieces are assembled, return to the Call Ship Zone and press button.

6 Continue left (◀) until you've located all of the phone pieces. Once you've located your last phone piece, find the Call Ship Zone (looks like a Space Invader). This step, finding one individual spot somewhere in a possible 96 zones, can be one of the toughest parts of the game.

7 If you haven't seen the Call Ship Zone in your pit travels, it's probably above or below you—in the Forest or City. Search those places first, anyway, if you hadn't seen it in the Pit Zones.

8 Once you find the Call Ship Zone, hit the button. You cannot call the ship if anyone else is on the screen. You must send everyone home before the ship can be called. Once the ship is officially called (and you need all three phone pieces to do it) a count-down clock will appear on the top right of your TV screen. That clock will count down twice. At the end of the second countdown, it will pick you up at the Landing Zone.

9 The Landing Zone is always located in the Forest. Go directly to the Forest from wherever you found the Call Ship Zone (remember, the Forest is always up). You shouldn't stay on the Landing Zone, however. A human may come and scare away the spaceship. The best way to do it is this: scout out the location of the Landing Zone in the Forest, memorize it, and then go down to a Pit Screen. Wait at the Human Repellant Zone of that Pit Screen and send back enough humans until one of them gets stuck at the bottom of the screen. Just about when the clock is going to run out, go up to the Landing Zone (In the Forest) and stand there. This will only work if you've memorized the location and made a quick entrance. If you've timed it right, no humans will enter the Forest and the spaceship can pick you up.

10 Let the ship carry you away. The ship will arrive after the clock has counted down a second time. Once you've been carried away, look at the stopwatch. That's the time to beat.



Point 9: Find the Landing Zone in the Forest.



Point 9 (cont.): Keep humans at bay in Pit Screen while clock ticks away.



Point 10: Return to Forest at the last second, stand on the Landing Zone, and prepare for liftoff.

HINTS & TRICKS



The video game E.T. is a game of decision. Every new screen, it seems, offers some new strategic possibility. Listed here on the next four pages are several hints and tricks for different E.T. situations. If you successfully master these techniques, you'll be able to respond surely to most troubling encounters.

PITFALL

If you accidentally fall in a pit, push the controller button as quickly as possible. Then slowly move the joystick up. You will not fall all the way to the bottom of the pit, and thus save some energy. It's probably worth while practicing this maneuver over and over again until perfected. Nothing can be more aggravating—and energy-consuming—than an unanticipated fall to the bottom of a pit.

ESCAPE PIT

Whether you've gone intentionally or accidentally into a pit, move as little as possible once you're there. Movement costs energy points. Grab your phone piece or revive your flower and then levitate out.



LEVITATION

Proper levitation can be tricky. Here's how to do it and not fall back in the pit. Push the controller's button and watch E.T.'s mouth open wide. Then push the joystick up, toward the top of the pit. The instant that E.T.'s head touches the top of the pit—thus allowing him to view his surroundings—stop pushing the joystick. Figure out where you are and where your enemies are. You can move the joystick either left or right and keep on levitating. Nothing can get you while you're levitating, not an FBI Agent, not a Scientist. Levitate yourself right on over a pit, if you wish. Once you're clear of the pit, the levitation will automatically cease.

OPENING THE MOUTH

Every time that you press the button on the joystick—by itself—you open E.T.'s mouth. This is the way you activate the zones, of course, and start levitation out of a pit. One more thing you should remember about pushing this button, however: nobody can attack E.T. when his mouth is open. In other words, if you're in trouble, open your mouth. Remember this: Trouble/Button/Mouth. You may end up down some pit somewhere, but...you know what to do then.



SCIENTIST

Don't struggle against the Scientist. You lose no points when the Scientist carries you back to his Scientific Institute, only time. If you struggle, however, you'll lose precious energy points.

There's no surer sign of an amateur E.T. player than a hard struggle with the Scientist. You won't get away from him. Just let him take you.



LANDING ZONE

One point of constant frustration is the Landing Site. Here's a way to play it, depending on what difficulty you're on. *Difficulty "B"*: Call Elliott as soon as you're on the Landing Zone. Since only one human can be on the screen at once, you won't have to worry about FBI Agents or Scientists as you wait for the ship to take you away. *Difficulty "A"*: No humans can be

on the screen when the ship comes in this difficulty setting. We suggest that you figure out exactly where the Landing Zone is in the Forest and then go down to a Pit Screen and wait it out. It's best, actually, if you find the Human Repellant Zone on that Pit Screen and get some human caught at the bottom of the screen. Look to the clock. When it's about to run down, zip up to the Forest and find the Landing Zone. Let the spaceship take you away.

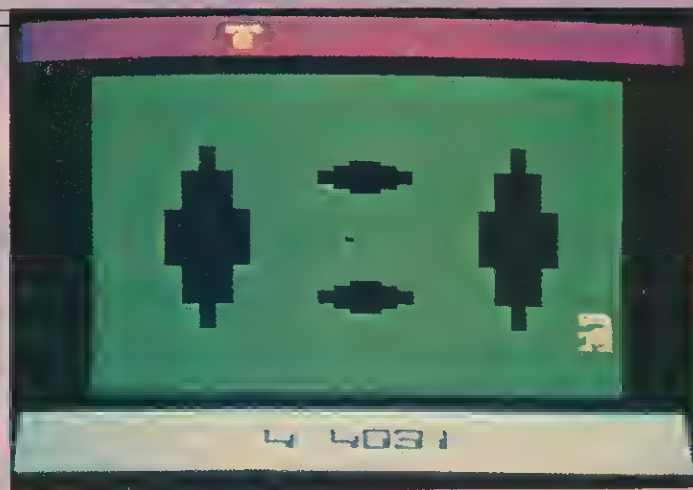




ELLIOTT GRAB

Don't wait for Elliott to give you your phone piece. Once he's received nine candies from you, he'll follow you anywhere with the phone piece. Use this time constructively: gather up more candy. Elliott will find you where ever you go. And no,

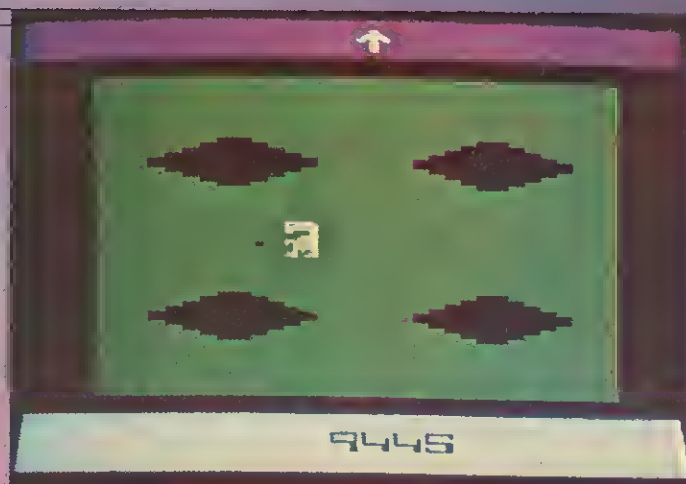
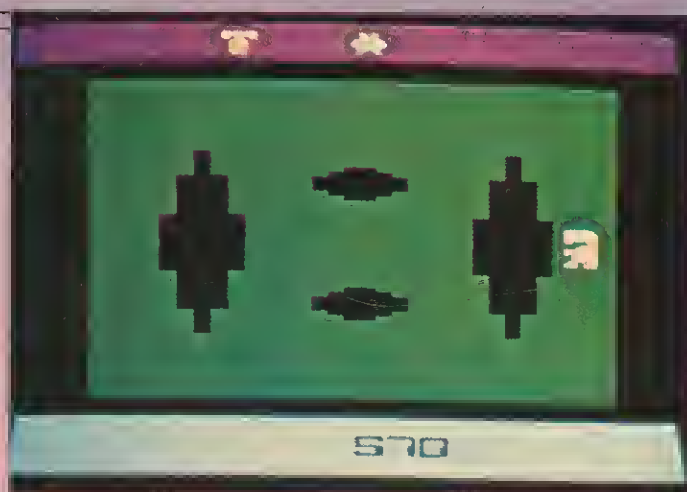
Elliott will not take any more candy from you when handing you a piece of the phone.



THIRTY-ONE PIECES

This is one of the most debated characteristics of the E.T. game. If over 31 Reese's Pieces are transported to the ship during one round, you will get more bonus points, but less energy points for the next round. Is it worth it? It depends

on how you're playing the game. If you're going after the most points for a round, go for over 31 candies. If you're going for a game total, you'll live longer with more energy. In other words, avoid 31 pieces of candy.



MEMORIZE LAYOUT

As you pass through the screens gathering the phone pieces, make sure to note the location of the ever-important Call Ship Zone. Knowing where this is early on will enable you to find it quickly and safely when you need it.

AVOID COMPLEX PITS

There is no reason to spend much time in the two complex pits (Tar Pit and Snake Pit). Once you've got your phone parts and/or Call Ship Zone, get out. Spend any leisure time in the two easier pits, where you can travel horizontally, vertically, and diagonally.



SCORE CHART

ENERGY UNITS GAINED

At the beginning of the game	9,999 units
Eating a piece of candy	341 units
Being revived by Elliott	1,500 units


ENERGY UNITS LOST

Walking	1 unit per step
Running	2 units per step
Using a power zone	19 units
Falling into a pit	269 units
Levitating out of a pit	12 units per second
Struggling against the Scientist	12 units per second

END-OF-ROUND BONUS POINTS

Remaining energy	1 point per unit
Candy pieces taken to ship	490 per piece
Candy pieces given to Elliott	770 per piece
Candy pieces collected after the 31st piece	1,000 per piece*

*Although you earn 1,000 bonus points for each candy piece collected after the 31st piece, E.T. will also lose 700 energy points for each new candy nugget picked up after the 31st piece. However, this penalty is deducted from E.T.'s opening energy count in the following round. Thus, if you intend to play a number of rounds, you should keep track of the number of pieces you have collected in each round and not pick up more than 31. If, on the other hand, you are playing a one-round game for points, you should collect as many pieces of candy as possible in order to collect extra bonus points.

A vintage Atari E.T. video game console is shown at an angle against a dark blue background. The console has a wooden-grain top and a white control panel with two joysticks and a fire button. A pink rectangular overlay is placed over the screen area, containing white text. In the upper right corner of the image, a small, dark, square object with a red dot is visible.

Poor E.T. is stranded on Earth—his
outer-space friends have taken off to
their home planet without him! Now it's
up to you to help E.T. find the three
telephone pieces and call home. This
book will show you how to master the
most lovable home video game ever: *E.T.*
We'll give you top strategies and tips that
will enable you to get E.T. home every
time. *How to Win at E.T. the Video Game*
will uncover the secrets of the power
zones, pit screens, candy pieces, and
more. We'll show you how to play fast
and score big point totals with ease.
We'll even show you how to beat E.T.'s
enemies, the FBI Agent and the Scientist.

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